How to / Maniaplanet / General / Graphics & Audio

Author : TStarGermany (Translations:)

LAST PAGE PAGE 1 2

Supported audio formats

Maniaplanet supports these audio formats:

→ **WAV**: Microsoft Wave format. Largely uncompressed mono/stereo.

→ **OGG**: Ogg Vorbis, good compression. Is used for music.

→ **MUX**: Nadeo's "own format" for music. In reality, it is an OGG Vorbis with a slightly modified file structure. It was used to make the files only playable within TM, so legal copyright troubles could be avoided. It isn't really up to date anymore.

The **WAV** files are mostly used for action & ambient sounds. You will find them in:

TMCanyon_HD.zip/Vehicles/Media/Audio/Sound/Wavdata/
TMCanyon_LD.zip/Vehicles/Media/Audio/Sound/Wavdata/
TMValley_HD.zip/Vehicles/Media/Audio/Sound/Wavdata/
TMValley_LD.zip/Vehicles/Media/Audio/Sound/Wavdata/
TMStadium_HD.zip/Vehicles/Media/Audio/Sound/Wavdata/
TMStadium_LD.zip/Vehicles/Media/Audio/Sound/Wavdata/
SMStorm_HD.zip/Vehicles/Media/Audio/Sound/Wavdata/
SMStorm_LD.zip/Vehicles/Media/Audio/Sound/Wavdata/

The **OGG** files are used for music. They're spread all over the place.

When importing an OGG as ingame music, remember to set the properties "Artist name", "Track title" and "Comment". These values are displayed at the top of the screen when a custom music has loaded.

Recommended audio software

Audacity

This is an audio software to edit, cut, save and convert lots of audio formats, including WAV and OGG.

Foobar2000

If you only want to convert files or insert Name/Titlte/Comment properties, a powerful audio playback software like foobar is the optimum solution.

This should be a good overview of what awaits you when dealing with custom content :-)

LAST PAGE PAGE 1 2

This site is friendly to stationary (PC/MAC) and mobile (Android/IOS) browsers
Trackmania, Shootmania, Questmania games & media © Nadeo & UbiSoft used under fair use policy
8,372,845 page views since January 2008. All tutorials, services, coding © Mania Creative 2008-2013